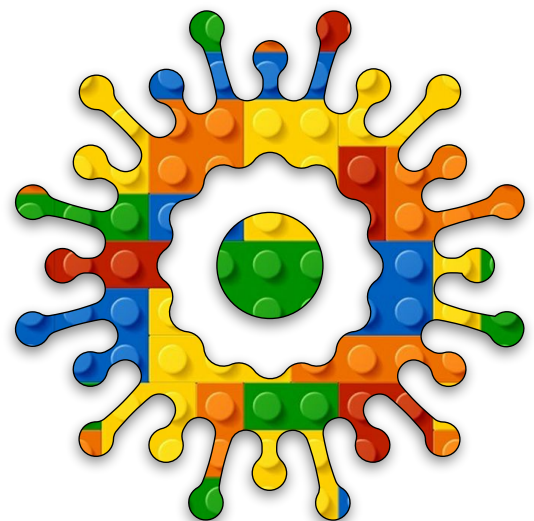


Creative
Coding
Module D
Unit #7
3D arrays
part 1





Module D Unit #7 3D arrays part 1

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Introduction to 3D arrays part 1

In this unit, we are going to create a cube class and introduce 3D arrays. We will have a load of spinning cubes created every time you click on the canvas.



Sketch D7.1 new sketch

! new sketch for this unit.

We will call them cubes (rather than boxes), and because they are objects, we will create a class called Cube with a **constructor()**, **move()** and **show()** function.

```
function setup()
{
  createCanvas(400, 400, WEBGL)
}

function draw()
{
  background(220)
}

class Cube
{
  constructor()
  {

  }

  move()
  {

  }

  show()
  {

  }
}
```

```
}
```



Notes

This is our basic class sketch.



Sketch D7.2 mouse pressed cubes

We want to click on the canvas and put a cube there. So we need a `mousePressed()` function, an array called `cubes`, and a variable called `cube` (which is one box).

```
let cubes = []
let cube

function setup()
{
  createCanvas(400, 400, WEBGL)
}

function mousePressed()
{

}

function draw()
{
  background(220)
}

class Cube
{
  constructor()
  {

  }

  move()
  {
```

```
}  
  
show()  
{  
  
}  
}
```



Notes

As you may be aware, we won't see anything yet.



Challenge

Can you guess how we might create a cube where we click on the canvas?



Sketch D7.3 three arguments

We are going to create a new cube at the place where we point the mouse and click. The **x** position (**mouseX**), the **y** position (**mouseY**), and the **z** position (**0**). So in the constructor, we will have **x**, **y**, and **z**, and when we click on the canvas, we pass on those values into the array as a new object. When we create a new cube, we push it into the array (**cubes[]**).

```
let cubes = []
let cube

function setup()
{
  createCanvas(400, 400, WEBGL)
}

function mousePressed()
{
  cube = new Cube(mouseX, mouseY, 0)
  cubes.push(cube)
}

function draw()
{
  background(220)
}

class Cube
{
  constructor(x, y, z)
  {
    this.x = x
    this.y = y
```

```
this.x = z
```

```
}
```

```
move()
```

```
{
```

```
}
```

```
show()
```

```
{
```

```
}
```

```
}
```



Notes

We create a new cube and add it to the array (nothing to see, though).



Sketch D7.4 drawing the cube

Nothing will happen until we draw the **cube**, so in the **show()** function we will first have to translate to where we click on the canvas and then draw the box, but we need to loop through the array in **draw()**. You will notice something odd when you click on the canvas; the **cube** isn't where it should be. We will rectify this.

```
let cubes = []
let cube

function setup()
{
  createCanvas(400, 400, WEBGL)
}

function mousePressed()
{
  cube = new Cube(mouseX, mouseY, 0)
  cubes.push(cube)
}

function draw()
{
  background(220)
  for (let i = 0; i < cubes.length; i++)
  {
    cubes[i].show()
  }
}

class Cube
{
  constructor(x, y, z)
```

```
{
  this.x = x
  this.y = y
  this.z = z
}

move()
{

}

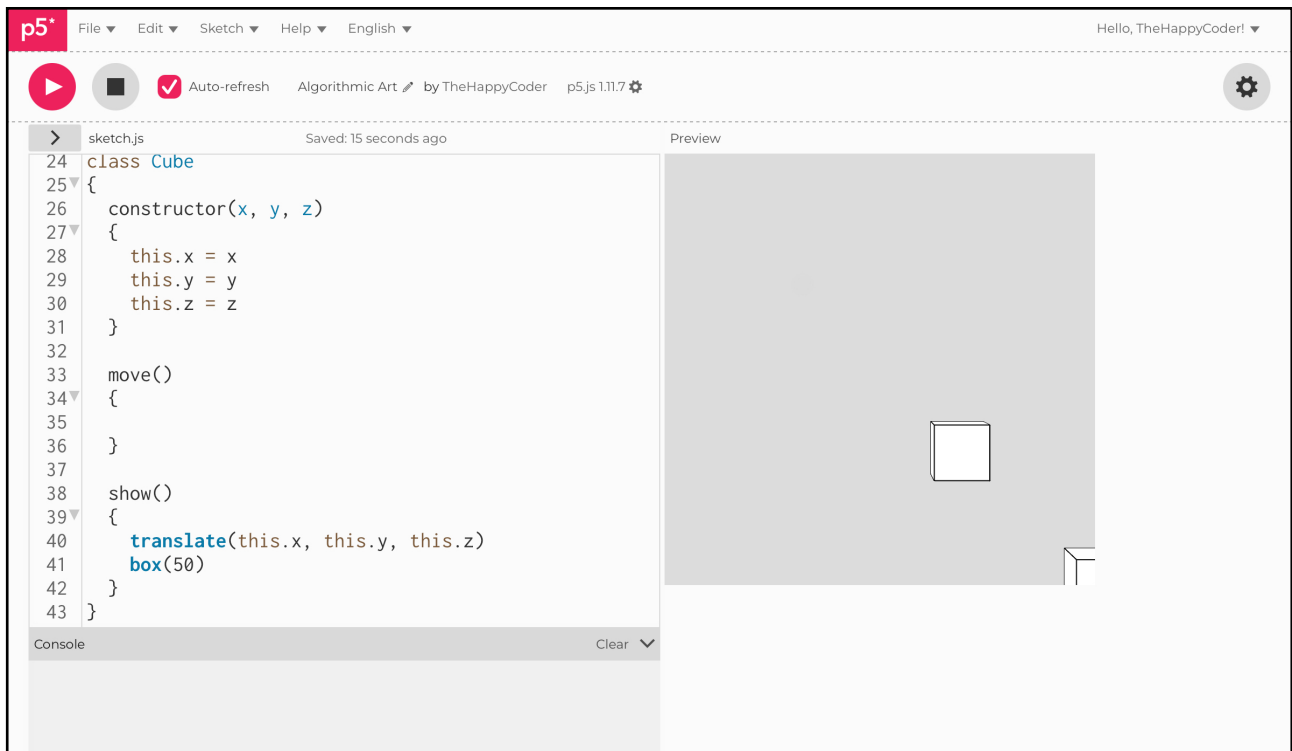
show()
{
  translate(this.x, this.y, this.z)
  box(50)
}
}
```



Notes

We can call the length of the cubes array as it grows.

Figure D7.4





Sketch D7.5 translation

Let's rectify this because the origin is at the centre of the canvas rather than the top left; we have to take that into account. Also, when we translate, we need to only translate for that particular **cube**; otherwise, we start to add the translation, and things disappear very quickly, so we use **push()** and **pop()**. Try without to see the difference.

```
let cubes = []
let cube

function setup()
{
  createCanvas(400, 400, WEBGL)
}

function mousePressed()
{
  cube = new Cube(mouseX, mouseY, 0)
  cubes.push(cube)
}

function draw()
{
  background(220)
  for (let i = 0; i < cubes.length; i++)
  {
    cubes[i].show()
  }
}

class Cube
{
  constructor(x, y, z)
```

```
{
  this.x = x
  this.y = y
  this.z = z
}

move()
{

}

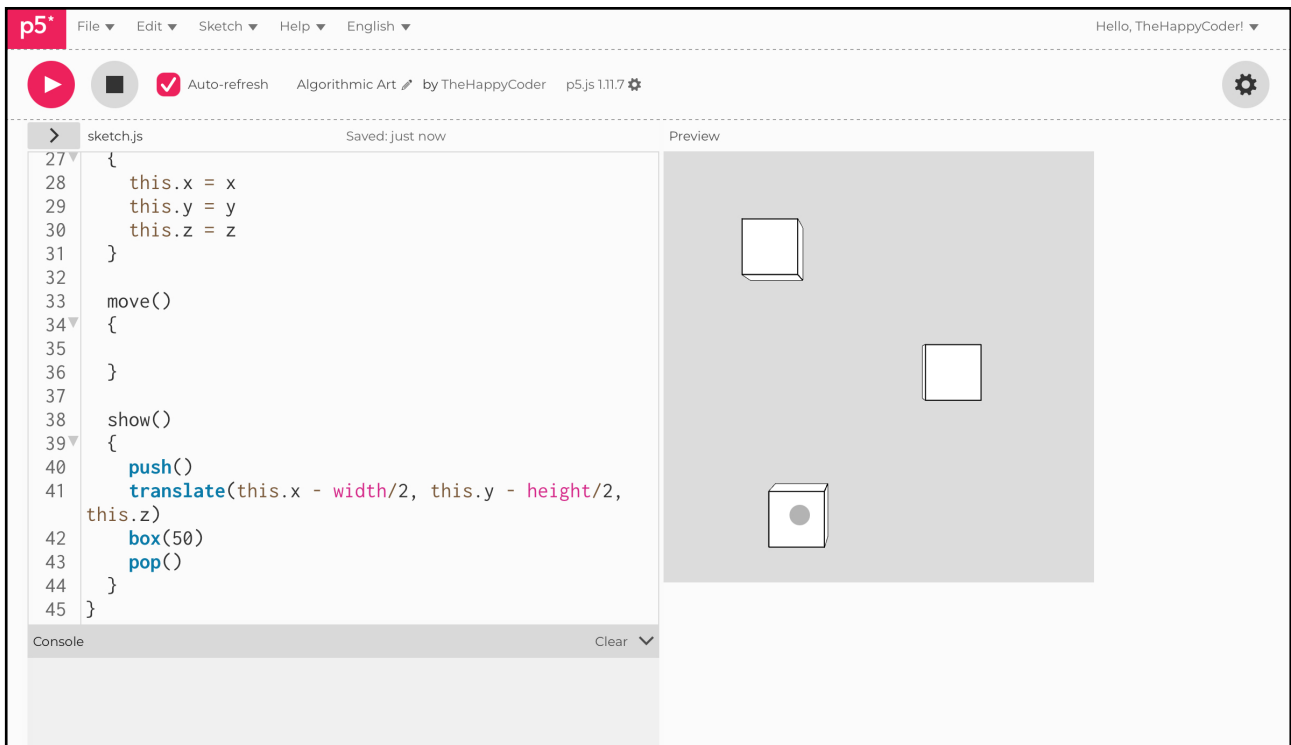
show()
{
  push()
  translate(this.x - width/2, this.y - height/2, this.z)
  box(50)
  pop()
}
}
```



Notes

That's better! Wherever you click on the canvas, you should see the cube appear at that position. Next, we will look at rotating each one individually.

Figure D7.5





Sketch D7.6 adding an angle

Using the same sketch, we add in a new **angle** variable, initialise it to **0**, and change the angle mode from radians to degrees.

```
let cubes = []
let cube
let angle = 0

function setup()
{
  createCanvas(400, 400, WEBGL)
  angleMode(DEGREES)
}

function mousePressed()
{
  cube = new Cube(mouseX, mouseY, 0)
  cubes.push(cube)
}

function draw()
{
  background(220)
  for (let i = 0; i < cubes.length; i++)
  {
    cubes[i].show()
  }
}

class Cube
{
  constructor(x, y, z)
```

```
{  
  this.x = x  
  this.y = y  
  this.z = z  
}  
  
move()  
{  
  
}  
  
show()  
{  
  push()  
  translate(this.x - width/2, this.y - height/2, this.z)  
  box(50)  
  pop()  
}  
}
```



Notes

No appreciable change yet.



Sketch D7.7 angle to the object

Next, we need to add an **angle** to the **cube** object.

```
let cubes = []
let cube
let angle = 0

function setup()
{
  createCanvas(400, 400, WEBGL)
  angleMode(DEGREES)
}

function mousePressed()
{
  cube = new Cube(mouseX, mouseY, 0, angle)
  cubes.push(cube)
}

function draw()
{
  background(220)
  for (let i = 0; i < cubes.length; i++)
  {
    cubes[i].show()
  }
}

class Cube
{
  constructor(x, y, z, angle)
  {
```

```
    this.x = x
    this.y = y
    this.z = z
    this.angle = angle
}

move()
{

}

show()
{
    push()
    translate(this.x - width/2, this.y - height/2, this.z)
    box(50)
    pop()
}
}
```



Notes

Still nothing new to see yet!



Sketch D7.8 rotating in all directions

We want to rotate along the **x**, **y**, and **z** axes.

```
let cubes = []
let cube
let angle = 0

function setup()
{
  createCanvas(400, 400, WEBGL)
  angleMode(DEGREES)
}

function mousePressed()
{
  cube = new Cube(mouseX, mouseY, 0, angle)
  cubes.push(cube)
}

function draw()
{
  background(220)
  for (let i = 0; i < cubes.length; i++)
  {
    cubes[i].show()
  }
}

class Cube
{
  constructor(x, y, z, angle)
  {
```

```
this.x = x
this.y = y
this.z = z
this.angle = angle
}

move()
{

}

show()
{
  push()
  translate(this.x - width/2, this.y - height/2, this.z)
  rotateX(this.angle)
  rotateY(this.angle)
  rotateZ(this.angle)
  box(50)
  pop()
}
}
```



Notes

Getting closer.



Challenge

What do you think we need to do to get the cubes rotating?



Sketch D7.9 incrementing the angle

Now we need to increment the **angle** by one degree in the **move()** function and add it into **draw()**. You should have nice rotating boxes or cubes.

```
let cubes = []
let cube
let angle = 0

function setup()
{
  createCanvas(400, 400, WEBGL)
  angleMode(DEGREES)
}

function mousePressed()
{
  cube = new Cube(mouseX, mouseY, 0, angle)
  cubes.push(cube)
}

function draw()
{
  background(220)
  for (let i = 0; i < cubes.length; i++)
  {
    cubes[i].show()
    cubes[i].move()
  }
}

class Cube
```

```
{
  constructor(x, y, z, angle)
  {
    this.x = x
    this.y = y
    this.z = z
    this.angle = angle
  }

  move()
  {
    this.angle++
  }

  show()
  {
    push()
    translate(this.x - width/2, this.y - height/2, this.z)
    rotateX(this.angle)
    rotateY(this.angle)
    rotateZ(this.angle)
    box(50)
    pop()
  }
}
```



Notes

Now we have it, each one rotates individually.



Challenges

1. Add materials, lights, and their own colour.
2. Create different-sized cubes.

Figure D7.9

